MAN YOUR BATTLE STATIONS!

Exidy presents FIRE ONE, a one- or two-player submarine simulation game. The most sophisticated game ever! The better you play, the better FIRE ONE becomes. No need to presclect your skill level; FIRE ONE's computer matches your skill level and gives a real challenge to even the best players.

The TV screen is divided electronically. A cabinet partition prevents your opponent from seeing your side of the TV (promotes greater competitiveness among players), yet onlookers may see both fields of action. Each player has a sonar view at the top of the screen and a periscope view at the bottom of the screen (when not submerged).

TWO WAYS TO PLAY
(1 or 2 player)

Whether you play alone, or with a competitor, you may select at any time to play submerged or surfaced. In the surface mode, you have a periscope view of all enemy and friendly nearby ships.

When you submerge, your sub moves at a faster rate of speed.

Either way, the sonar view (an aerial view of the playing field) is always visible on the screen. The sonar shows all ships except the submerged enemy sub and those ships out of sonar range.

Move your sub to fire torpedoes on enemy ships.

WAYS TO WIN

A game is a series of battles. The game is both offensive and defensive. You win offensively by sinking all the enemy vessels, or sinking the enemy sub for a large bonus. You need strong defensive play to keep from losing.

SCORING

Ship Type	Points Hit	Sink	Number of Non-direct Hits Needed to Sink
Aircraft Carrier	100	100	7
Battleship	5	50	7
Cruiser	3	30	5
Destroyer	3	30	3
PT Boat	5	35	1
Hydrofoil	15	150	3
Tanker	4	40	2
Freighter	2	20	2
Enemy Sub	30	250	Variable

Battle Reward = $20 + 10 \times$ total number of ships sunk by both players.

PLAYER CONTROLS

- 1 player slot
- 2 players slot
- Periscope handle with 64-point rotation
- Torpedo fire button— right thumb
- Drive button—left thumb

PLAYER READOUTS

Battle begins following a GO message on the screen. The machine releases the player controls from the forced submerged mode.

When a battle is won, the players are forced into down-periscope, the sonar freezes, and the computer awards battle status and announces winner/loser results. (Ties are possible, and announced.)

The screen displays a targeting bracket for player aiming.

Black lines passing through the sonar scanner indicate constant updating of the sonar.

HIGH SCORE TABLE

Rates players first through tenth on the basis of how many points they get per unit of time (does not depend on coinage). Displays:
1. Player initials.
2. Rating.
3. Score.

OPERATOR OPTIONS

Readily selectable through a clearly visible eight-position DIP switch.

Time: dictated by time graph shown on screen: 75, 90, 120 or 150 seconds.

Coinage: Four settings (features S.B.A. 8 coin acceptor and double the time for every third coin at beginning of play). Usual full range of operator-selectable coins per play.

Coin Accumulation: Coins can be added at any time for longer play time prior to end of game as indicated on time bar graph.

Bonus: Awarded by degrees of difficulty Examples— "easy," "average," "hard," "very hard."

Music: Music or no music during attract mode.

Test Mode: 100% self-diagnostics and operator alignment.

DIMENSIONS

Height: 70.75 in (198.40 cm)
Width: 33.00 in (83.82 cm)
Depth: 99.25 in (74.93 cm)
WEIGHT: 300 lbs

DON'T LET EXIDY'S "FIRE ONE" SLIP INTO THE DEPTHS AND AWAY FROM YOUR INCREASED PROFIT PICTURE FOR 1979-80. GRAB YOUR PERISCOPE AND CHECK IT OUT TODAY.